

Archie
ADVENTURE
SERIES

NO.31
FEB. \$1.50

SONIC

THE HEDGEHOG



KNUCKLES
SOLO STORY
INSIDE!



Turtlewing
Productions

Kaifuu.Com

59A2
HARD



CHUG-CHUG-CHUGGA-CHUGGA-

EAT YOUR HEART OUT,

SONIC
THE
HEDGEHOG!

PRINCESS SALLY
IS BACK IN ACTION
AGAIN!

**A
ROBOT
RIDES THE
RAILS**

PART ONE

WHAM!

AND HER MAJOR DOMO NICOLE
IS NONE TOO THRILLED WITH
THIS DEVELOPMENT EITHER!

THIS IS FOOLISH,
PRINCESS, WE CAME TO
GATHER INFORMATION--

SCRIPT & PENCILS:
KEN
PENDERS

INKS:
JON
D'AGOSTINO

LETTERING:
MINDY
EISMAN

COLORING:
BARRY
GROSSMAN

EDITOR:
SCOTT
FULOP

MANAGING EDITOR:
VICTOR
GORELICK

EDITOR-IN-CHIEF:
RICHARD
GOLDWATER

--NOT GO OFF ON SOME
WILD ADVENTURE!

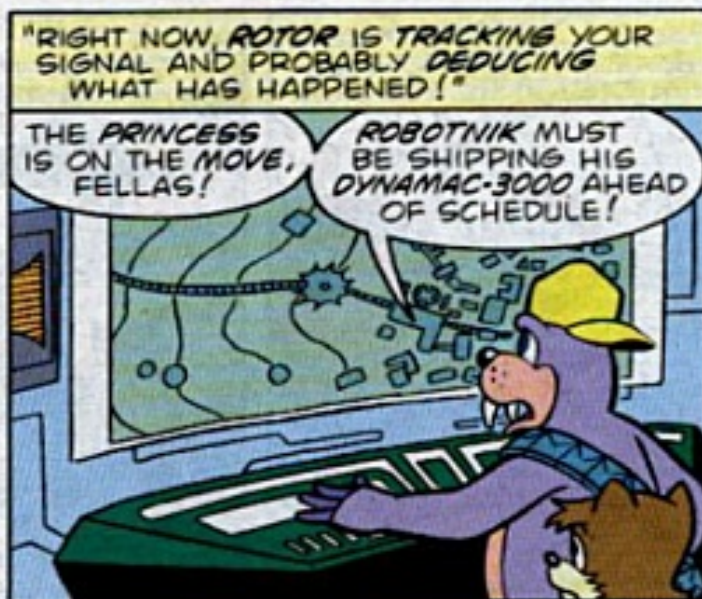
WE'RE FREEDOM FIGHTERS,
NICOLE! THAT MEANS WE HAVE
TO BE READY FOR ANYTHING
AT A MOMENT'S NOTICE!

THAT DOESN'T MEAN
OPERATING WITHOUT
A BACK-UP!

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WE AREN'T-- AND YOU OF ALL "PEOPLE" SHOULD KNOW THAT!



"RIGHT NOW, ROTOR IS TRACKING YOUR SIGNAL AND PROBABLY DEDUCING WHAT HAS HAPPENED!"

THE PRINCESS IS ON THE MOVE, FELLAS!

ROBOTNIK MUST BE SHIPPING HIS DYNAMAC-3000 AHEAD OF SCHEDULE!



DYNAMAC-WHATSIS?

ONLY ROBOTNIK'S LATEST SUPER-ROBOT! THIS ONE, HOWEVER--

--IS MEANT TO MAINTAIN ROBOTNIK'S CONTROL OVER THE WESTERN PORTION OF THE CONTINENT!



OUR AGENTS IN ROBOTROPOLIS HAVE BEEN COMPILING INFORMATION ON THIS ONE FOR SOME TIME--

--AND SALLY THOUGHT IT WAS WORTH GOING IN AND PERSONALLY CHECKING IT OUT!



AND WITH NICOLE TO ASSIST, SHE HAD A BETTER THAN EVEN CHANCE OF GETTING US THE ADDITIONAL INFORMATION WE NEED TO DEAL WITH THIS LATEST THREAT!

JUST GIVE ME THE INFO ON WHERE TO FIND SAL--



--AND I'M OFF!

SONIC!
WAIT!
WIN
TOO LATE!

EVERYBODY!
TO THE HANGAR!

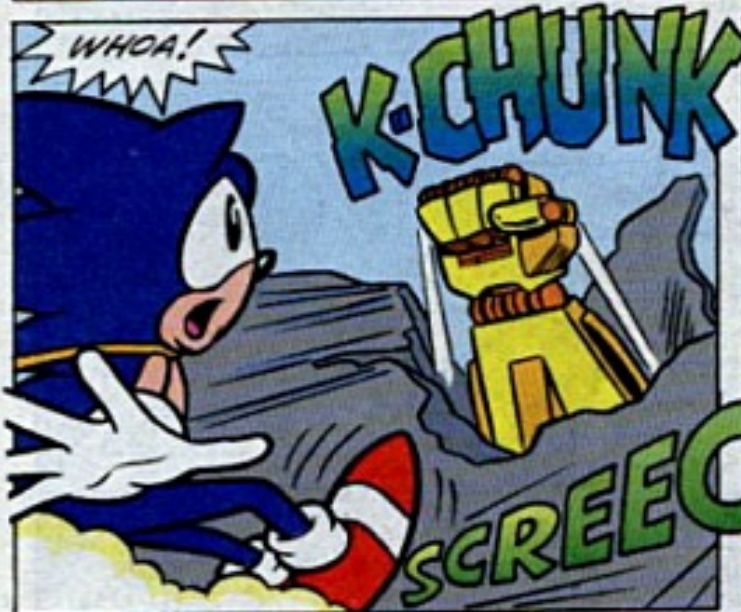


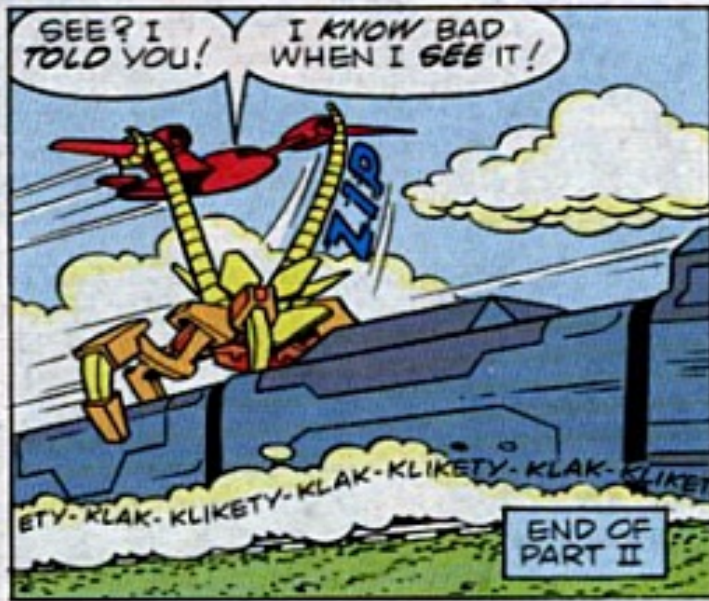












GET BACK

SONIC THE HEDGEHOG

AND WATCH A
REAL PROFESSIONAL
AT WORK!

THAT'LL BE THE
DAY YOU COULD
TEACH ME A TRICK
OR TWO, CLYDE!

A ROBOT RIDES THE RAILS

PART THREE

WILL THE
TWO OF YOU
JUST PUT A
LID ON IT?!!

WE'VE GOT TO SAVE
OUR FELLOW FREEDOM
FIGHTERS FROM
DYNAMAC!

UNLESS I HEAR
A BETTER IDEA,
I'M READY TO
CUT LOOSE!

NOT JUST YET! MY
MATES NEED MORE
TIME TO REACH
THEIR OBJECTIVE!

WE CAN'T WAIT
TOO LONG--

-- OR DYNAMAC
MIGHT BUST UP THE
WHOLE TRAIN AND
US ALONG WITH IT!

BETTER TO TAKE THE
RIGHT ACTION THAN
TO ACT HASTILY,
PRINCESS.

I'M OPEN TO SUGGESTION, NICOLE!

I'VE BEEN GOING THROUGH THE FILES WE DOWNLOADED AND I'VE LEARNED THE DYNAMAC-3000 HAS TWO WEAKNESSES.



ONE: IT CAN ONLY REACT TO A GIVEN SITUATION. IT CANNOT ANTICIPATE ACTIONS.



FOR EXAMPLE, IT RECONFIGURED ITSELF FROM ONE FORM TO ANOTHER AS A REACTION TO AN ATTACK FROM MULTIPLE OPPONENTS.

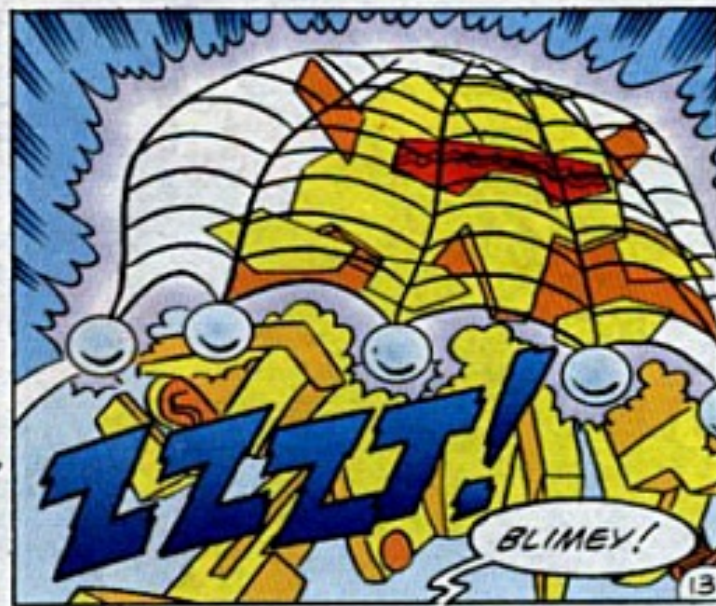
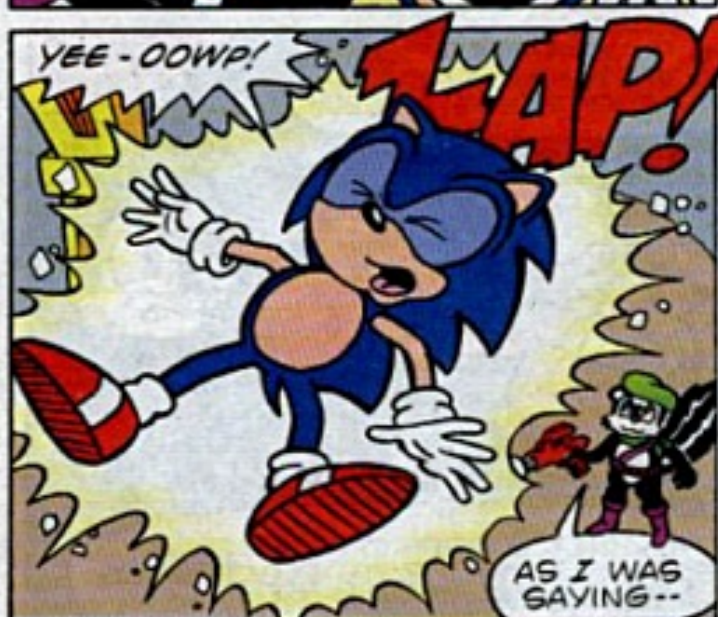
TWO: CONFIRMING THE INFORMATION ROTOR RECEIVED FROM OUR AGENTS, IT CAN BE DEACTIVATED WITH AN ELECTRONIC PULSE SCRAMBLER PLUGGED INTO ITS CENTRAL PROCESSING UNIT.



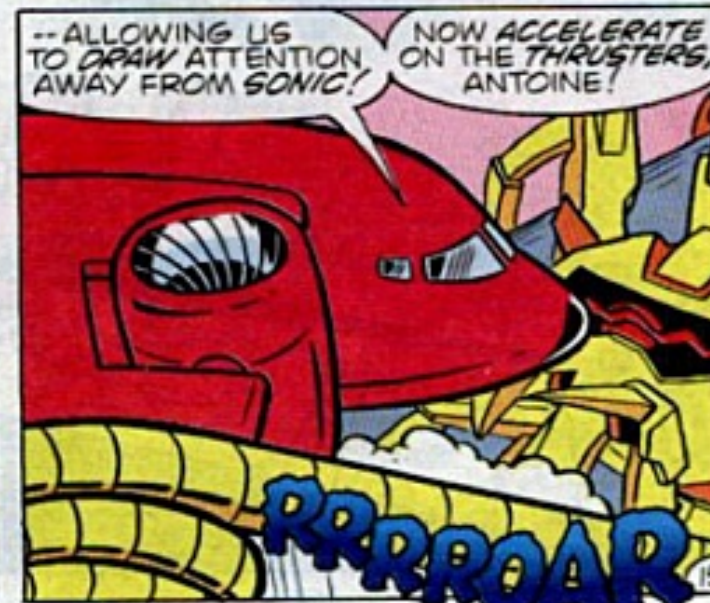
ONCE INSERTED, ALL SHUTDOWN SYSTEMS WITHIN ITS MAINFRAME CAN BE ENGAGED.

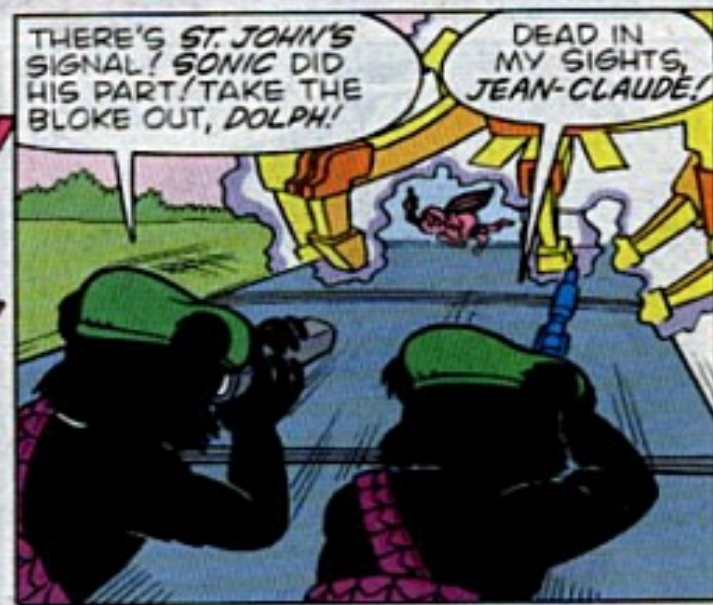
THEREFORE, YOU MUST EXPLOIT THE FIRST WEAKNESS IN ORDER TO TAKE ADVANTAGE OF THE SECOND.













SONIC'S FRIENDLY NEMESIS
KNUCKLES

**LOST...AND
FOUND!**

PART I

CHARMY... ESPIO...
MIGHTY... VECTOR...

THE CHAOTIX
ARE MISSING...

...AND
IT'S ALL MY
FAULT!

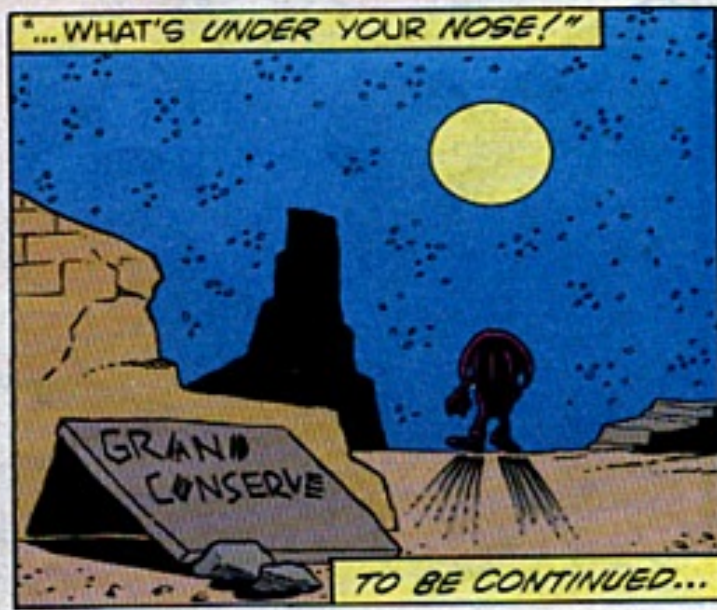
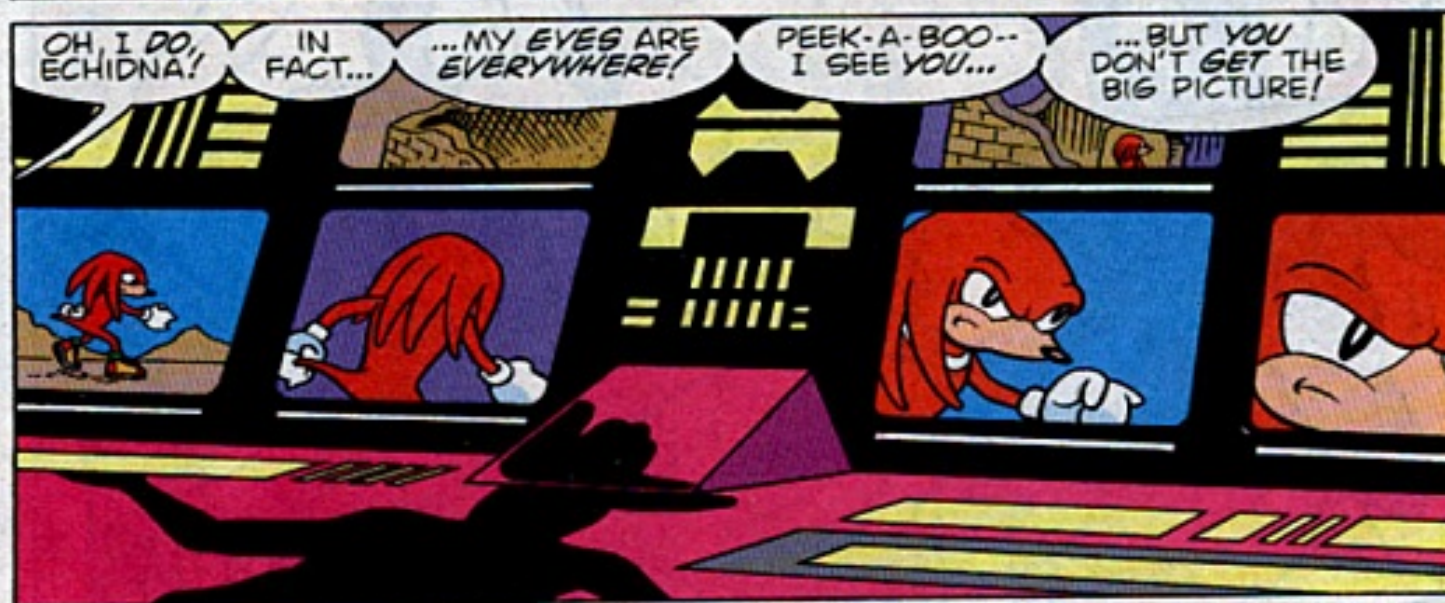
SCRIPT: MIKE KANTEROVICH
& KEN PENDERIS
PENCILS: KEN PENDERIS
INKS: JON D'AGOSTINO

WELL -- MAYBE I
CAN SHARE SOME
OF THE BLAME...

... WITH
ARCHIMEDES!

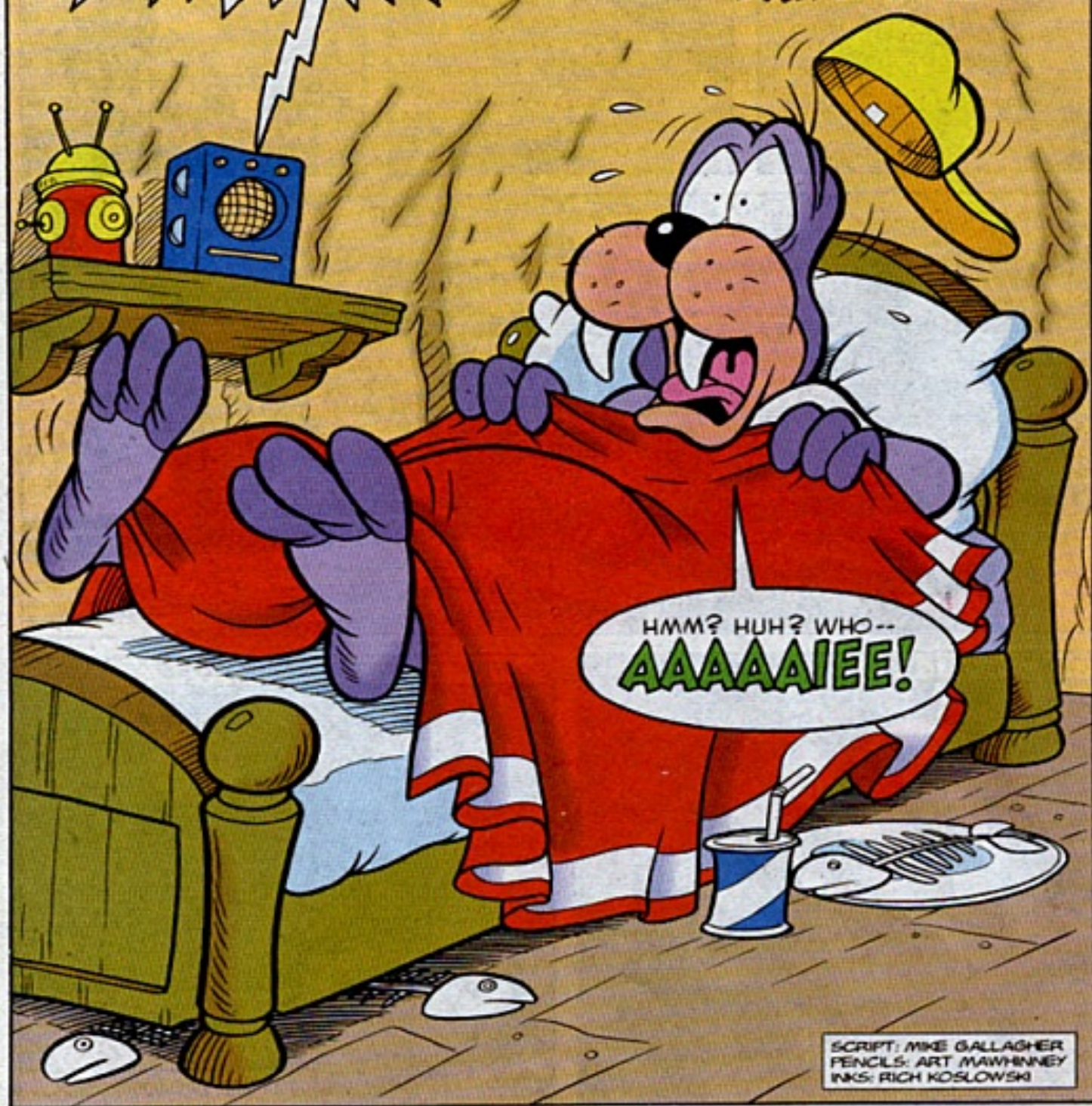
NOT SURE WHERE
"MR. MYSTERY" IS
HOLDING THEM...

... BUT IT CAN'T BE
FAR FROM THESE
ANCIENT RUINS!



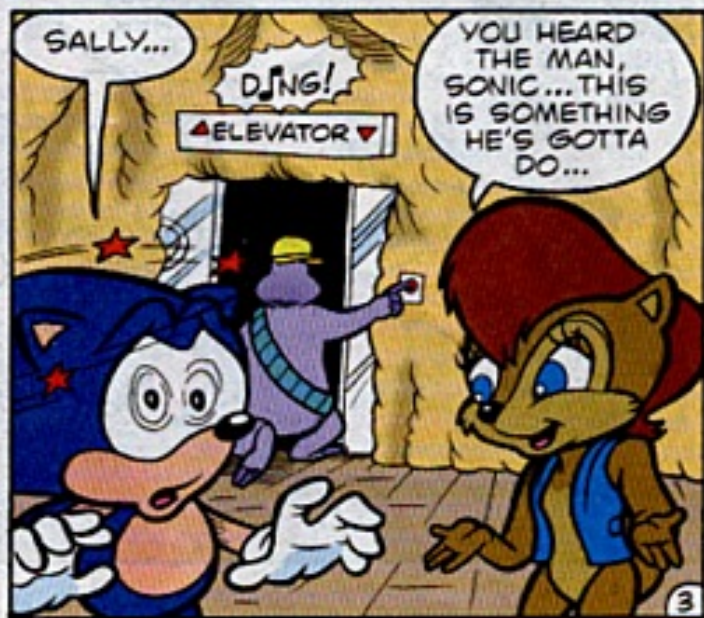
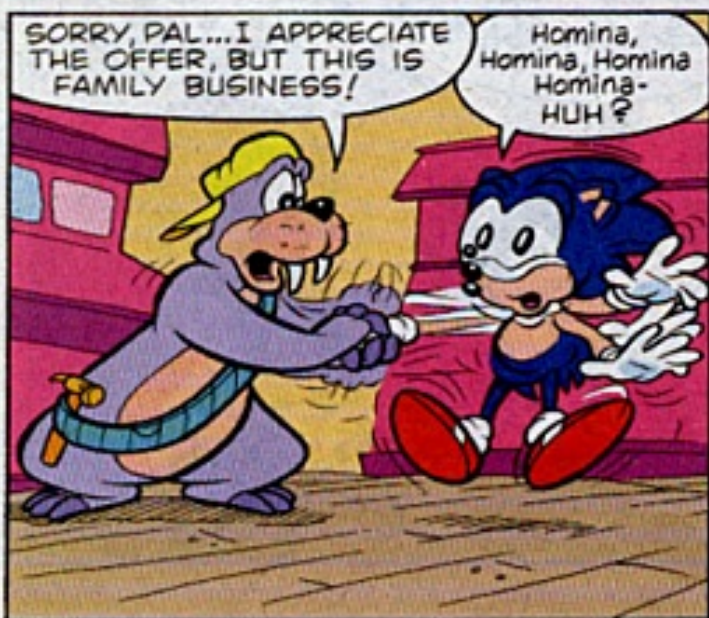
ROTOR! in Tundra ROAD

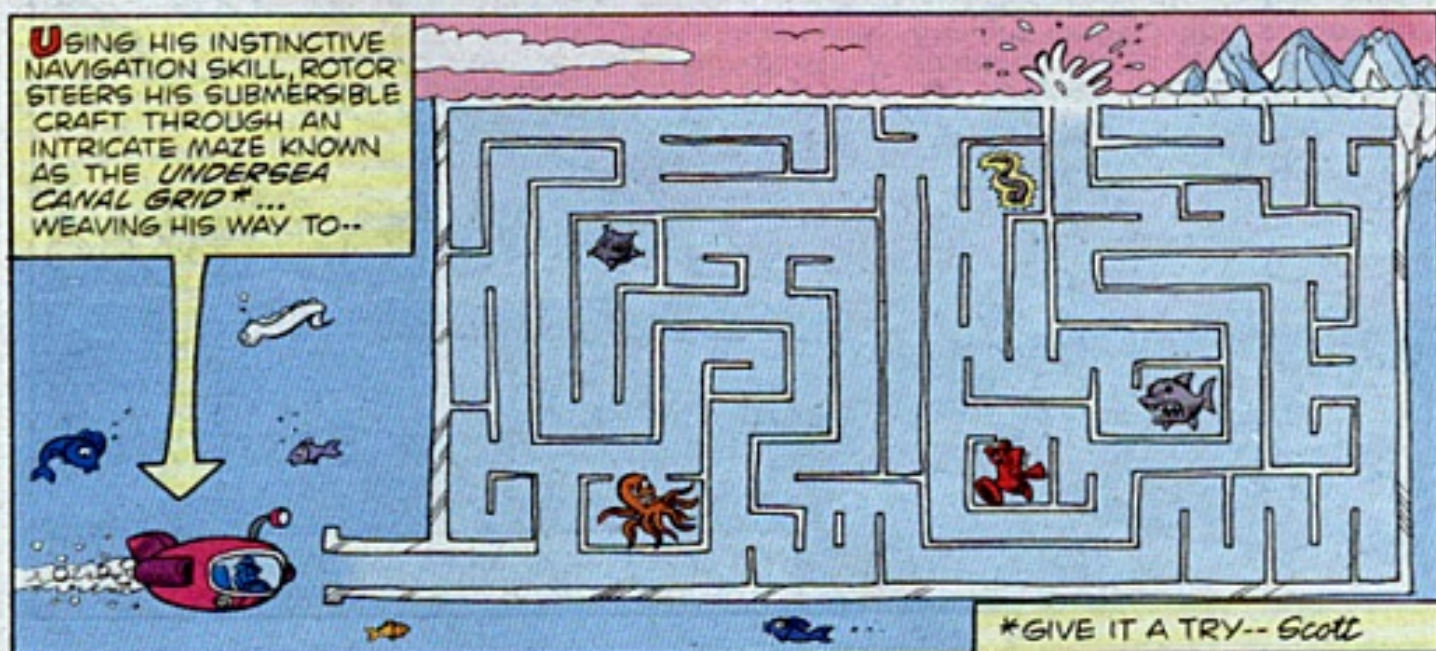
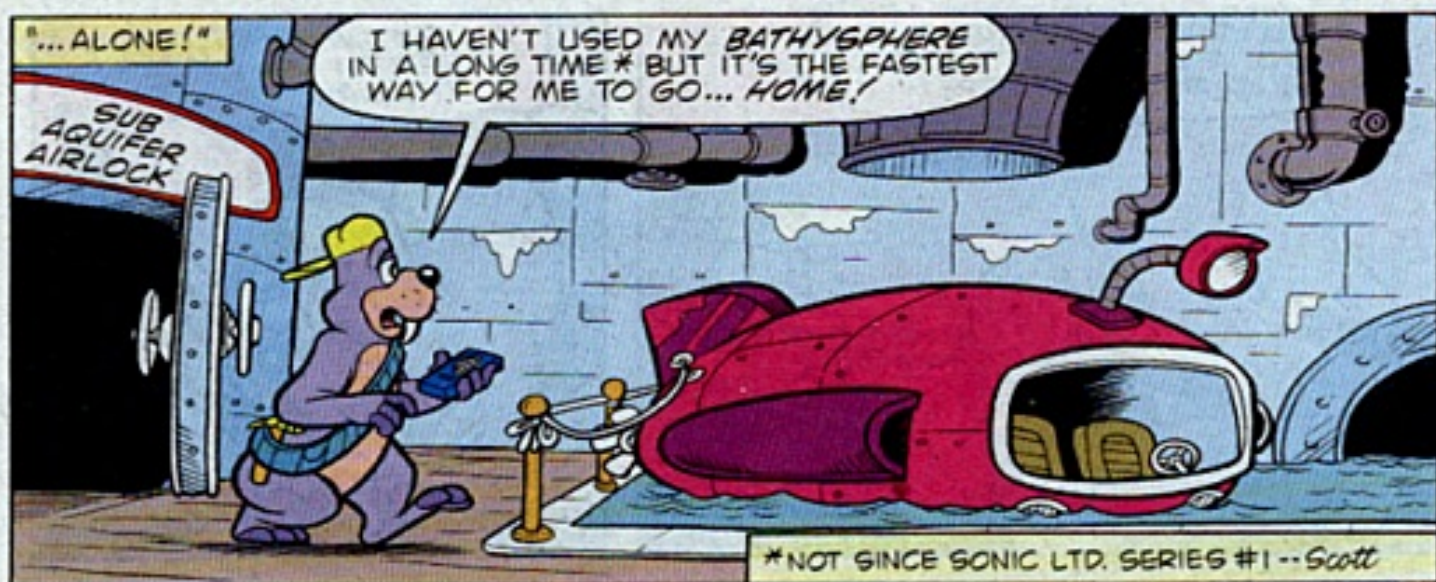
- PART ONE -

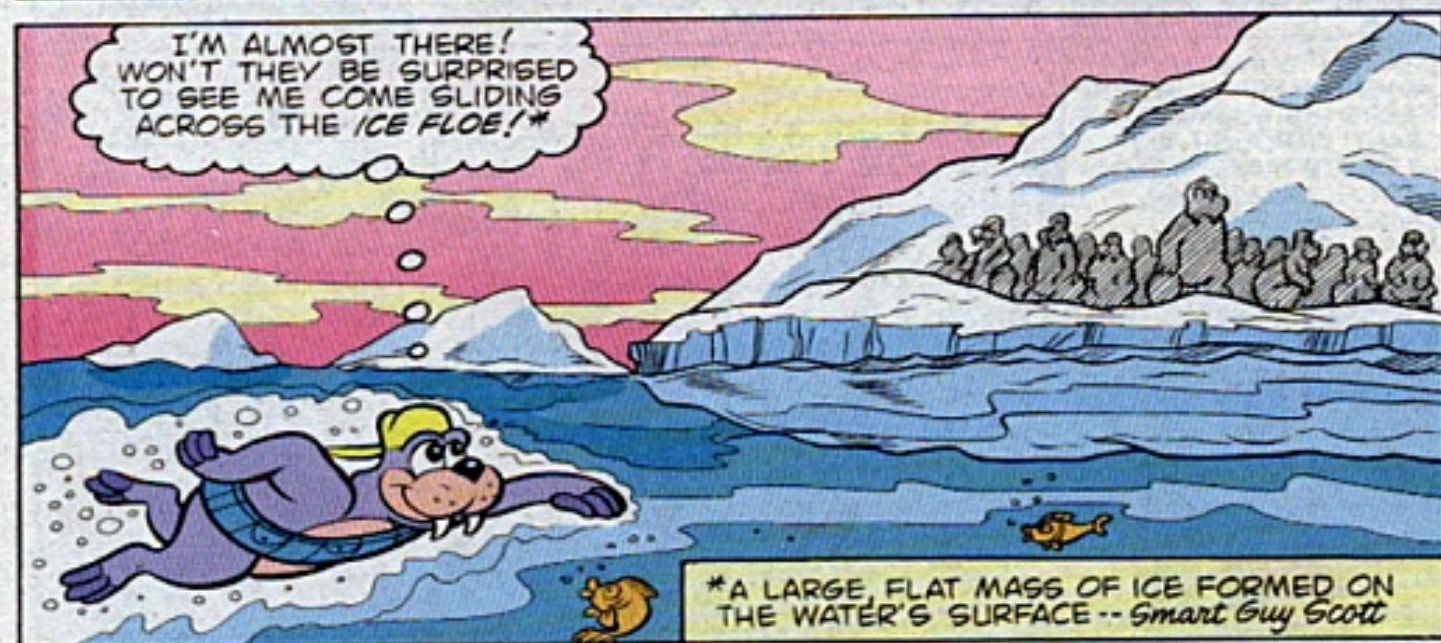
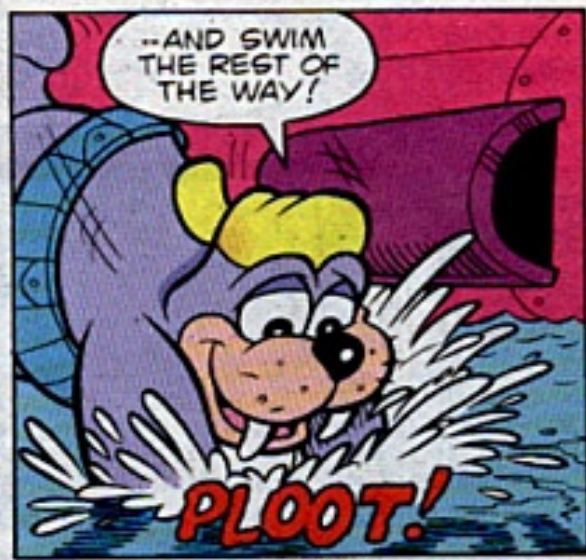


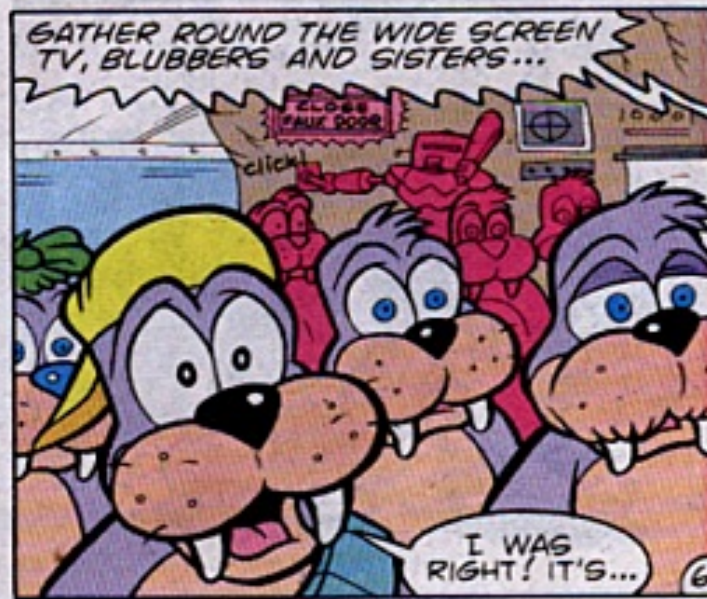
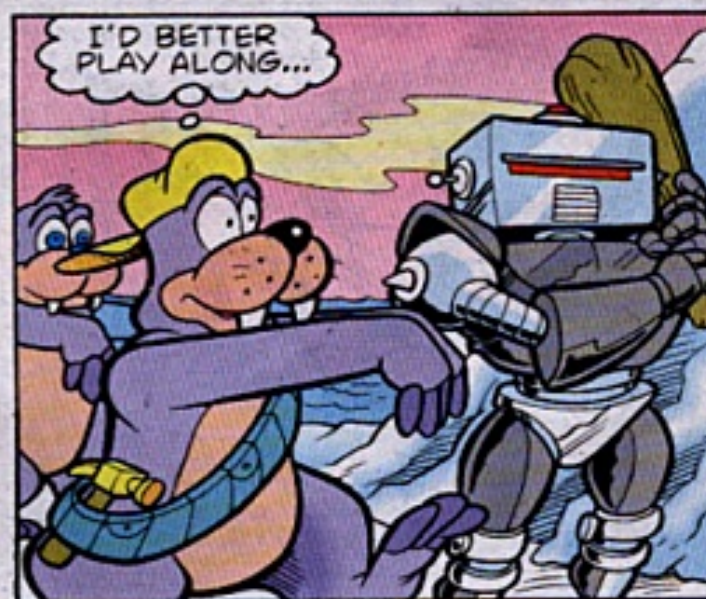
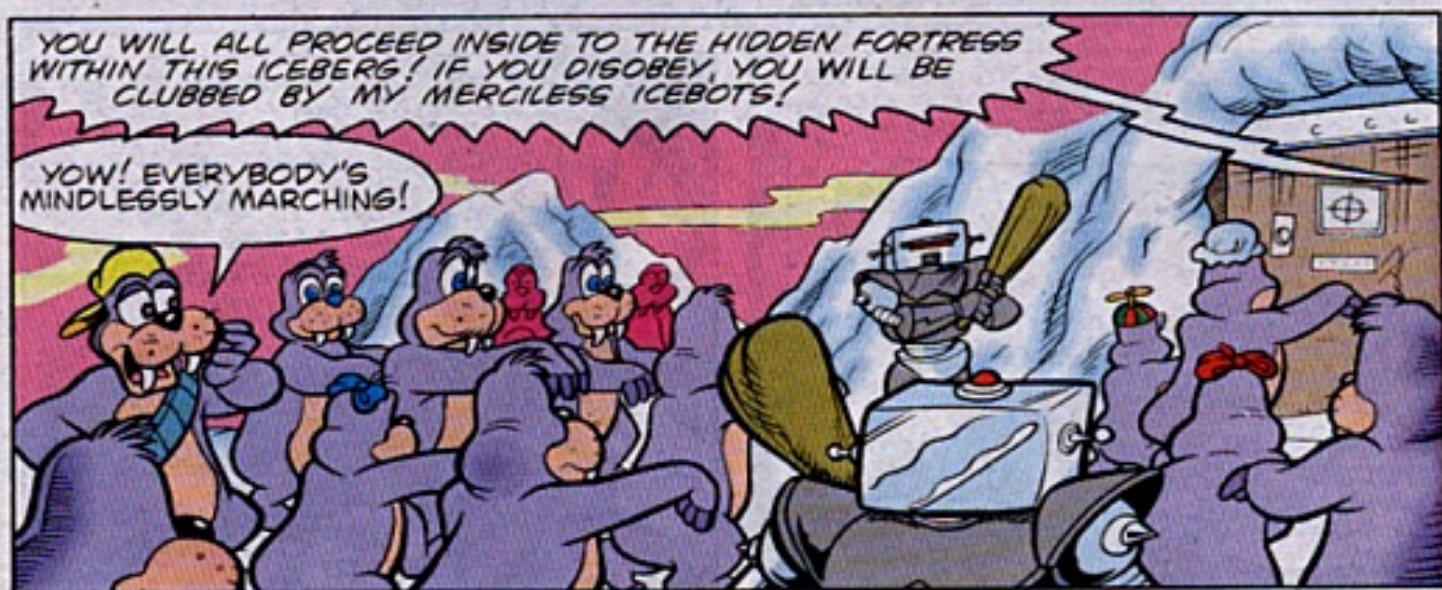
SCRIPT: MIKE GALLAGHER
PENCILS: ART MAWHINNEY
INKS: RICH KOSLOWSKI











ROBOTNIK BIDS YOU WELCOME! EARLIER TODAY, I DETONATED A NEURON BOMB OVER YOUR COLONY...THE FALLOUT HAS SHORT-CIRCUITED YOUR BRAINS, MAKING YOU MY MINDLESS THRALLS! SOON, THE ENTIRE FROZEN NORTH SEA WILL BE MINE!



AT FIRST, I WAS GOING TO HAVE YOU HELP ME MELT THE POLAR ICE CAPS, CREATING A "WATERWORLD"...



WITH YOUR HELP I SHALL BUILD A GIANT FREEZER UNIT, USHERING IN A NEW ICE AGE, DESTROYING ALL NON-ROBOTIC LIFE ON MOBIUS!...CAN I GET AN "AMEN"?



LOUDER, TUSKED ONE!

OW! WHY YOU CLINKING, CLANKING COLLECTION OF JUNK!

WOT?

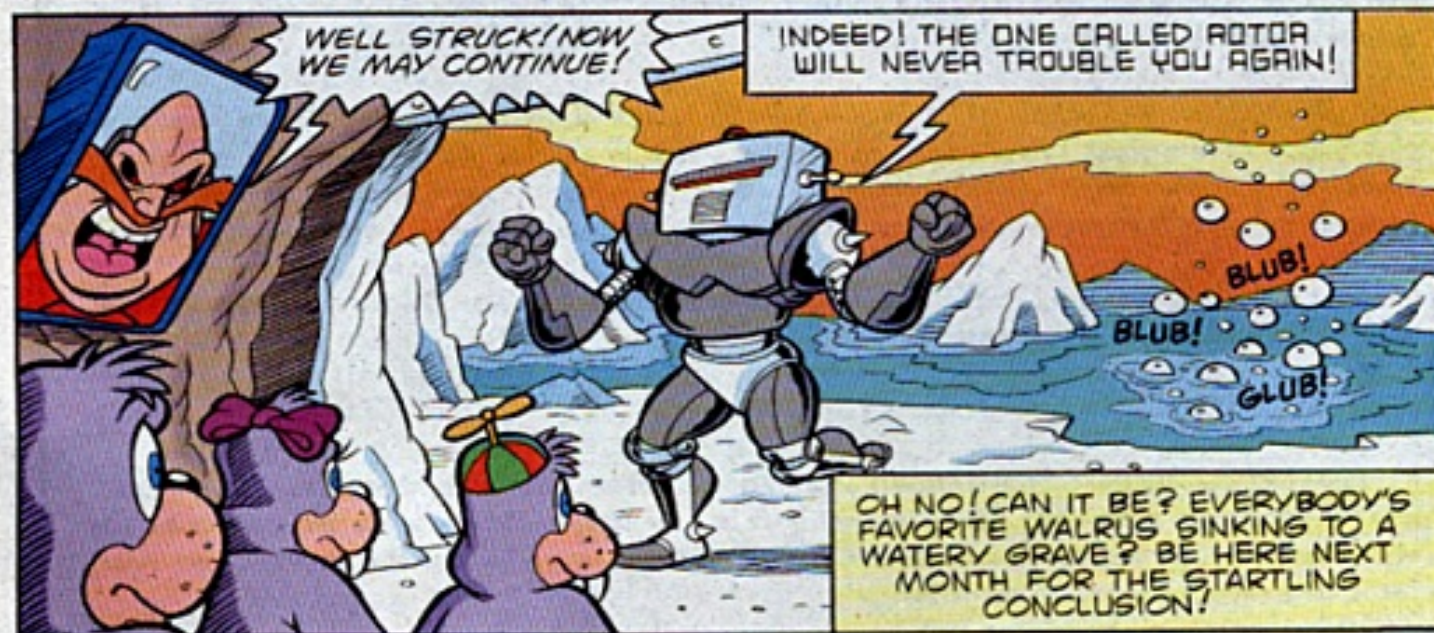
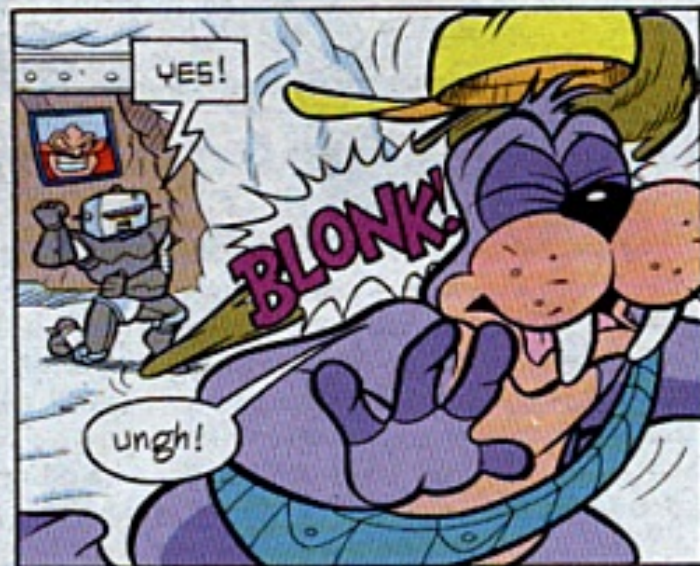
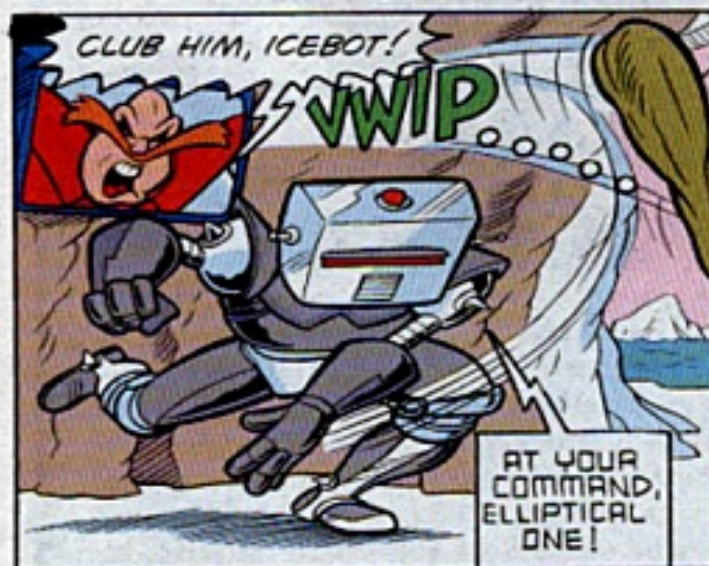


THAT'S NO ORDINARY WALRUS!

I'M BUSTED!

BETTER SPLIT THIS SCENE!





SONIC GRAMS

SEND IT TO ARCHIE COMIC PUBLICATIONS, INC., SONIC-GRAMS, P.O. BOX 419, MAMARONECK, NY 10543.



HERE'S THE SCOOP!

For the past few months on these pages you've read my hype about the upcoming Knuckles mini-series, originally scheduled for sale January, 1996. Well, I've got good news and "so-so" news. Hey, I'm not going to give you any bad news! First, the "so-so" news: **Knuckles' mini series #1 will now be on sale April 1996.** Why are we making you wait three more months? Well, that's part of the good news: Archie Comics and Sega made two of your favorite artists clear their schedules and drawing tables to take on the awesome task of illustrating the adventures of your favorite echidna. Who am I talking about? None other than the outrageous team of **Spaz & Harvo!** That's right! Come next spring, you can thrill to three issues with over seventy-five pages of story and art work by our own dynamic duo! And who better to write these epics than the guys who introduced Knuckles way back in *Sonic* #13!! Here they are, writers extraordinaire, a dynamic duo in their own right...**Mike Kanterovich & Ken Penders!**

Now, you might be saying to yourself "What am I going to do without any Knuckles stories for the next couple of months?!" Don't worry, I have absolutely no intention of making you wait until April until you see another Knuckles adventure. Starting with this issue and for the next two issues you can enjoy **Knuckles mini-stories.** Beginning with issue #34 you can enjoy longer **Knuckles solo stories** which lead right into his mini-series.

Oh, did I mention that while all that is happening you'll also thrill to the newest **Sonic 48-page Special** featuring **Super Sonic vs. Hyper Knuckles!** Want to know more? Tune in next month!

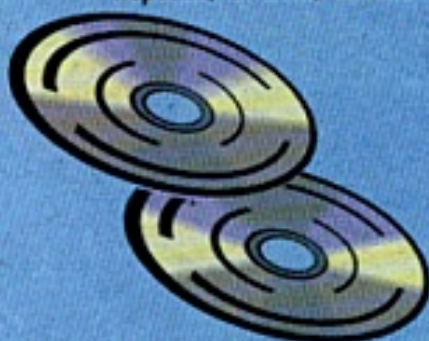
Enjoy!

P.S. This month the lovely and loveable **Dawn Spaziante** makes her debut in the "Adventures of Scott & Paul." A hard-working soul, Dawn works side-by-side with Paul to make sure that Sonic's comics are available for sale every month. Does her last name sound familiar? It should! Dawn is none other than the sister of Patrick (Spaz) Spaziante! I guess talent runs in the family!

Dear Sonic,

Hi! How is your freedom fighting life? Okay, I'll get to the point. See, my problem is this: my brother has a book called "Winning Game Tips for Sonic The Hedgehog." In it is a section on Sonic CD. The introduction mentions Princess Sally and shows her as a pink hedgehog. In silver edition #25 she was portrayed as a character named Amy Rose. As much of a Sonic fan as I am, I am so confused! Say hi to the other Freedom Fighters, please.

Your friend and fellow
Robotnik-hater,
Melissa Kean
Nepean, Ontario, Canada



Hi, Melissa! My Sega CD game was originally created by Sega in Japan. In that game the pink hedgehog was named Amy Rose. When the game was introduced in the US and Canada Sega decided to call her Princess Sally. However, since she looked nothing like the Princess Sally we know and love from my comic and ABC TV show, the gang at Archie Comics decided they would avoid confusion by using her original name. Confusing, eh?!

Dear Dylan, Sonic and Knuckles,
I have a few things to ask: 1) Dylan, how do you say your name? 2) Knuckles, in "First Contact" (Sonic Triple Trouble Special) do you think the voice is your dad? 3) Sonic, are you and Sally in love? You three are my favorite Freedom Fighters! Please print my letter, I've been trying for two years!

Peter Draper
Toms River, NJ

Cheesy Chili Dogs! Two years is too long to wait! I'm glad we finally printed one of your letters! As for your questions: 1) It's pronounced "Dill-an." 2) I don't know yet, but Scott says you're real close! Very good guess! 3) We're definitely "in like." As for love, I have to knock a certain skunk out of the picture first and then maybe I'll know.

Dear Sonic,

I love your comics and games. 1) Can you make a Sonic 48-page Special where Sonic meets Tails and Knuckles? 2) Is there a Super Sonic code in Sonic game #1? 3) Did Robotnik give you a shot so you can't be Super Sonic all the time? Tell Tails that he is cute and tell Knuckles that he's completely rude. See ya!

William Pearce
Rochester Hills, MI



Hey, Billy boy! Here's a few not-rude answers: 1) & 3) As Scott said in his editor's box I'll be changing to Super Sonic and fighting Hyper Knuckles in my next 48-page Special! 2) I can't transform into Super Sonic in my first game. Sorry!

**ON SALE
DECEMBER '95...**

TAILS #3



**ON SALE
JANUARY '96...**

SONIC #32



SONIC-GRAMS